

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A method for streaming media from a streaming server to a streaming client via a transmission channel, wherein the method comprises:

receiving a first request for media from a streaming client at a streaming server;

sending a response to the received first request from the streaming server to the streaming client, the response including a plurality of error resilience levels supportable by the streaming server in sending the media to the streaming client;

receiving a second request from the streaming client at the streaming server, the second request including an error resilience level selected from the plurality of error resilience levels; and

sending the media from the streaming server to the streaming client based on the error resilience level reducing effects caused by transmission channel error variation by applying error resilience adaptation to the streaming media.

2. (Canceled)

3. (Currently amended) The method of claim [[2]] 1, wherein said plurality of error resilience levels are defined in accordance with a targeted highest data loss rate or a packet loss rate.

4. (Canceled)

5. (Currently amended) The method of claim 1, wherein the method further comprises:

sending receiving, upon noticing a change in transmission channel condition, from the streaming client to at the streaming server, a request for a different error resilience adaptation level; and

receiving the request at the streaming server;

adapting, by the streaming server, the error resilience level of the streaming media sent in accordance with the request.

6. (Currently amended) The method of claim 5, wherein said request is one of the following: a request for a specific error resilience level, an error resilience level increase request, or an error resilience level decrease request.

7. (Currently amended) The method of claim 1, wherein the streaming server receives from the streaming client reports, such as a RTCP reports (RTP Control Protocol (Real-Time Streaming Protocol)) report, indicative of transmission channel errors, and wherein the streaming server decides on a different error resilience adaptation level based on one or more of said the reports RTCP report.

8. (Canceled)

9. (Currently amended) The method of claim 1, wherein [[a]] the media stream at the streaming server is associated with an error resilience value indicating [[an]] a media content error resilience level.

10. (Currently amended) The method of claim 9, wherein said error resilience value is stored in a file format in which said media stream is stored.

11. (Currently amended) The method of claim [[1]] 5, wherein error resilience adaptation is performed by switching the streaming server from sending a first beforehand generated stream having a first the error resilience level to sending a second beforehand generated stream having a second the different error resilience level, the second different error resilience level differing from the first one error resilience level.

12. (Canceled)

13. (Canceled)

14. (Canceled)

15. (Currently amended) The method of claim 1, wherein sending the media uses a the transmission channel is at least partially implemented via a mobile communications network.

16. (Original) The method of claim 15, wherein the streaming server has an IP connection (Internet Protocol) to an IP-based network which is configured to be coupled with the mobile communications network.

17. (Currently amended) The method of claim 1, wherein said media ~~to be~~ streamed comprise comprises at least one of the following: a video content, an audio content, a still image, graphics, text and speech.

18. (Currently amended) A client device comprising: receiving means for receiving streaming media sent from a streaming server to the client device via a transmission channel and for receiving a plurality of error resilience levels supportable by the streaming server in streaming the media to the client device; detection means for detecting transmission channel errors; and sending means for sending an error resilience adaptation request selection from the received plurality of error resilience levels to the streaming server.

19. (Original) The client device of claim 18, wherein the client device is a mobile station of a cellular network.

20. (Currently amended) A streaming server comprising:
receiving means for receiving a first request for media from a streaming client and for receiving a second request from the streaming client, the second request including an error resilience level selected from a plurality of error resilience levels; and
sending means for sending a response to the first request to the streaming client, the response including the plurality of error resilience levels supportable by the streaming server in sending the media to the streaming client and for sending streaming media to [[a]] the streaming client via a transmission channel based on the error resilience level; and
adaptation means for reducing effects caused by transmission channel error variation by applying error resilience adaptation to the streaming media.

21. (Canceled)

22. (Canceled)

23. (Canceled)

24. (New) A computer-readable medium including computer-readable instructions that, upon execution by a processor, cause the processor to stream media to a streaming client via a transmission channel, the instructions configured to cause a device to:

send a response to a first device requesting media, the response including a plurality of error resilience levels supportable when sending the media to the first device;

process a second request received from the first device, the second request including an error resilience level selected from the plurality of error resilience levels; and

send the media to the streaming client based on the error resilience level.

25. (New) A computer-readable medium including computer-readable instructions that, upon execution by a processor, cause the processor to receive streamed media from a streaming server via a transmission channel, the instructions configured to cause a device to:

send a first request for media to a streaming server;

receive a response from the streaming server, the response including a plurality of error resilience levels supportable by the streaming server when sending the media;

send a second request to the streaming server, the second request including an error resilience level selected from the plurality of error resilience levels; and

receive the media from the streaming server based on the error resilience level.

26. (New) A method for receiving streamed media from a streaming server via a transmission channel, the method comprising:

sending a first request for media from a streaming client to a streaming server;

receiving a response from the streaming server at the streaming client, the response including a plurality of error resilience levels supportable by the streaming server when sending the media;

sending a second request from the streaming client to the streaming server, the second request including an error resilience level selected from the plurality of error resilience levels; and

receiving the media from the streaming server at the streaming client based on the error resilience level.

27. (New) The method of claim 1, wherein the error resilience level is an integer value.

28. (New) The method of claim 1, further comprising identifying a media content error resilience level from the media wherein the plurality of error resilience levels includes the identified media content error resilience level.

29. (New) The method of claim 1, wherein the plurality of error resilience levels includes a default error resilience level and an alternative error resilience level.

30. (New) The method of claim 1, further comprising selecting a media stream to send the media from a plurality of media streams based on the error resilience level.

31. (New) The method of claim 1, further comprising, after sending the media from the streaming server to the streaming client, receiving a third request from the streaming client at the streaming server, the third request including a new error resilience level selected based on an error rate.

32. (New) The method of claim 1, further comprising, receiving a third request from the streaming client at the streaming server, the third request including a request to identify a current error resilience level.